



THE TRAILBLAZER

MASTERS OF THE FRONTIER

HOME BREW

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TRAILBLAZERS AND THE LIGHT

IN THE HEART OF THE ANCIENT WORLD, A FORCE OF unfathomable power and mystery exists, known only as the Light. It is said that the Light is a remnant of creation itself, a beacon of hope and strength that chooses those it deems worthy to become its champions. These chosen individuals are transformed into TrailBlazers, heroic figures destined to explore the unknown, conquer the wilds, and protect the civilized world from the ever-encroaching darkness.

THE LIGHT'S ORIGIN

Long before the rise of kingdoms and the forging of empires, the world was a chaotic expanse, teeming with primordial energies and ancient creatures. Amidst this tumult, a brilliant flare burst forth from the void, illuminating the nascent world. This was the birth of the Light, aradiant energy, shrouded in mystery

The Light is an enigmatic entity, neither god nor mortal, yet possessing the wisdom of the ages and the

power to shape destinies. It resides in the spaces between reality and dreams, where it watches over the world, seeking out those with the potential to harness its power.

THE CHOOSING

Throughout history, the Light has reached out to select individuals, marking them with its essence and transforming them into TrailBlazers. These chosen ones are not bound by birthright or lineage; instead, they are individuals of remarkable spirit, courage, and an unquenchable thirst for discovery.

The process by which the Light selects its champions is as mysterious as the Light itself. Some say it is the call of destiny, while others believe it is a reward for deeds of great valor and selflessness. Those chosen by the Light experience a profound transformation. They are infused with its radiant energy, granting them extraordinary abilities that set them apart from their peers.

GUARDIANS OF CIVILIZATION

The TrailBlazers' primary mission is to explore the uncharted territories of the world, uncovering ancient secrets and forging paths through dangerous lands. They are pioneers, mapping the unknown and paving the way for civilization to expand. Yet, their role extends beyond mere exploration; they are also the defenders of the realms, standing against the malevolent forces that seek to plunge the world into chaos.

Darkness takes many forms, from monstrous beasts to malevolent sorcerers and ancient evils that stir beneath the earth. TrailBlazers are often the first line of defense, their presence a beacon of hope for those who dwell in fear. They venture into the most perilous regions, confronting threats that others dare not face, all to ensure that the light of civilization never dims.

THE ETERNAL VIGIL

The Light is an eternal presence, ever vigilant and ever watchful. It continues to choose new TrailBlazers, even as the old ones pass into legend. Each generation of TrailBlazers learns from their predecessors, passing down knowledge and skills, ensuring that the legacy of the Light endures.

The tale of the Light and its chosen champions is one of heroism and sacrifice, of exploration and discovery. The TrailBlazers are the embodiment of the Light's will, shining beacons in a world that constantly teeters on the edge of darkness. Their journeys are fraught with danger, but their resolve is unyielding, for they know that as long as the Light guides them, there is no darkness they cannot overcome.

QUICK BUILD

You can make a TrailBlazer quickly by following these suggestions. First, put your highest ability score in Dexterity, followed by Wisdom. Second, choose the Outlander, Soldier, or Urban Bounty Hunter.



CLASS FEATURES

As a TrailBlazer you gain the following Class Features:

HIT POINTS

Hit Dice: 1d8 per TrailBlazer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per TrailBlazer level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, Martial weapons

Tools: Cartographer's tools, All Gaming sets, 1 Musical instrument of your choice

Saving Throws: Dexterity, Wisdom

Skills: Choose three from Acrobatics, Athletics, Insight, Perception, Stealth, Survival, Investigation

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any Martial melee weapon or (b) two shortswords
- (a) Quarterstaff and light crossbow with 10 bolts or (b) longbow with a quiver of 20 arrows
- (a) a dungeoneer's pack or (b) an explorer's pack
- Leather armor, two daggers

THE TRAILBLAZER

Level	Prof. Bonus	Features	Light Dice Size
1st	+2	Path of Light, Into the Unknown	d4
2nd	+2	Trailblazer's Agility	d4
3rd	+2	Fighting Style	d4
4th	+2	Ability Score Improvement	d4
5th	+3	Extra Attack	d6
6th	+3	Path of Light Feature	d6
7th	+3	Evasion	d6
8th	+3	Ability Score Improvement	d6
9th	+4	Fleet of Foot	d8
10th	+4	Trailblazer's Resilience	d8
11th	+4	Path of Light Feature	d8
12th	+4	Ability Score Improvement	d8
13th	+5	Quarry	d10
14th	+5	Traveler's Insight	d10
15th	+5	Surge of Light	d10
16th	+5	Ability Score Improvement	d10
17th	+6	Path of Light Feature	d12
18th	+6	There and back Again	d12
19th	+6	Ability Score Improvement	d12
20th	+6	Pathfinder	d12

TYPES OF LIGHT

Light comes in the form of 3 types, Solar, Arc, Void. (depending on your subclass) Whenever a class feature refers to these kinds of light for the purposes of damage, choose one of the following Damage types for each corresponding type of Light (**choose each time damage is dealt**):

LIGHT DAMAGES

Light

Solar

Arc

Void

Damage type

Fire or Radiant

Lightning or Thunder

Necrotic or Cold

SAVING THROWS

Some of your class features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

- **TrailBlazer Save DC** = 8 + your proficiency bonus + your Wisdom modifier

SUBCLASS: PATH OF THE LIGHT

At 1st level, you choose a Path of the Light that shapes your abilities. Choose from Path of the Sunshot, Path of the Umbral-Stalker, or Path of the Volt-strider, all detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 11th, and 17th level. Regardless of your choice your selection grants you access to the **Light Dice** which will empower your subclass abilities, the size of this die depends on your Trailblazer Level listed in the table Above.

INTO THE UNKNOWN

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You always know the number of hours left before the next sunrise or sunset and you always know which way north is. You gain the Canny benefit below, and you gain an additional benefit when you reach 6th level and 10th level in this class.

CANNY (1ST LEVEL)

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make using the chosen skill. You can also speak, read, and write 2 additional languages of your choice.

ROVING (6TH LEVEL)

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

TIRELESS (10TH LEVEL)

As an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

TRAILBLAZER'S AGILITY

Starting at 2nd level, your reflexes and agility allow you to move with uncanny speed. You can take the Dash or Disengage or Dodge action as a bonus action on your turn.

FIGHTING STYLE

At 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Blind Fighting:** You have blind sight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.
- **Close Quarters Shooter:** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

- **Dueling:** When you are wielding a single weapon and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
- **Locus of Light:** Whenever you or an Ally roll your Light Dice for damage you can treat any 1 as a 2

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an Ice Storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

FLEET OF FOOT

Starting at 9th level Your movement speed increases by an additional 10 feet. Additionally You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

TRAILBLAZER'S RESILIENCE

At 10th level, your time spent in the wilderness has toughened your body and mind. You gain proficiency in Constitution saving throws.

QUARRY

At 13th level, a Trailblazer can as an action denote one target within his line of sight as his quarry. The Trailblazer gains advantage on Insight checks against the chosen creature, and advantage of survival checks to track the target. While rolling to attack your Quarry you critically strike on a natural roll of a 19+. A Trailblazer can have no more than one quarry at a time. They can dismiss this effect at any time as a free action, but they cannot select a new quarry target for 24 hours. If the Trailblazer sees proof that his quarry is dead, he can select a new quarry target after 1 hour.

TRAVELER'S INSIGHT

At 14th level, your far travels and your keen perception allow you to draw on your wisdom in ways that others cannot.

- You can use your Wisdom modifier instead of your Charisma modifier for any ability checks that involve Intimidation or Persuasion.
- You gain the Alert Feat if you do not already have it.

SURGE OF LIGHT

Starting at level 15, your connection to the Light has become so strong it can empower allies and harm foes. As an Action you may roll a number of Light Dice equal to your Wisdom modifier.

- Choose any number of creatures within 20ft, they gain temporary HP equal to the result. While any of these Temporary Hit points remain they have advantage on saving throws
- Choose any number of creatures that you can see, they must make a Dexterity saving throw, on a failure they take damage equal to the roll and are blinded for 1 minute, on a success they take half damage and are not blinded.

You must finish a Short or Long Rest before using this feature again.

THERE AND BACK AGAIN

Starting at level 18, once per long Rest you may cast Teleport without a spell slot or Material components, except you may only use it to go to any place you have previously seen within the last year, the DM doesn't need to roll for destination you arrive without problems.

PATHFINDER

Starting at Level 20 you have become one with the light, letting it guide your actions. You gain truesight out to 60ft, and notices secret doors hidden by magic, and can see into the Ethereal Plane. Additionally the TrailBlazer can cast Find the Path at will without spending spell slots or Material Components.



TRAILBLAZER PATHS

Different TrailBlazers choose different paths, depending on their beliefs, personal fighting styles, and areas traveled. Whichever path a TrailBlazer chooses to walk; the light will sure to follow.

PATH OF THE SUNSHOT

The path of the Sunshot embodies the spirit of rugged frontier guardianship under the blazing sun. These adept marksmen blend the art of firearms with a keen sense of justice, often found patrolling dusty, sun-drenched settlements on the outskirts of civilization. They specialize in swift, precise shooting techniques that harness solar light to vanquish malevolent forces that threaten frontier communities. Masters of high-noon showdowns and ambushes alike, Sun-shots are renowned for their unwavering resolve and quick reflexes, making them stalwart defenders against bandit raids, monstrous incursions, and all manner of supernatural threats lurking beyond the civilized world.

Your Light Damage is *Solar*



THE SUNSHOT

Starting At level 1 when you pick this path you gain access to the Sunshot. A ranged weapon that requires a single hand and with a Range of 80/320ft, and can be fired a number of times equal to your proficiency modifier before you must use a Bonus action to fill the sunshot with light again. Targets hit suffer damage equal a single Light Dice + your Dexterity Modifier. This weapon uses your Dexterity to Hit, and you are proficient with it. The Damage increase depending on your level, gaining another dice of damage at when you reach level 5, an additional at level 11, and another at level Level 17.

If the Sunshot shot would leave your hand it disappears, you may spend your action and bonus action to create a new one on your turn.

ON YOUR MARK

Starting at level 1 when you pick this path You gain proficiency in the performance skill, additionally whenever one or more of your light die roll for damage and roll the highest result, for a minute you and each creature of your choice that can see you gain advantage on their next attack roll or saving throw.



MARKSMEN'S DODGE

Starting At 6th Level, whenever you Dash, Disengage, or Dodge, you load one shot into the Sunshot. At level 7 this feature may be used whenever the evasion feature is used as well.

A SPLIT IN THE PATH

When you Reach Level 11 in this class pick one of the Following:

- **Way of the Sharpshooter.** The Sunshot gains a bonus to Hit and Damage Equal to your Wisdom Modifier, the two handed property, and its range stat increases to 150/600ft. Additionally at the start of your turn, you may forfeit your movement to gain advantage on ranged attack rolls until the end of your turn.
- **Way of Trigger and Fan.** Whenever you reduce a creature to zero hit points you may use your reaction to reload a shot into the sunshot, then make one ranged attack or Whenever you are the target of an attack, you may use your reaction to reload a shot into the sunshot, then make one ranged attack against that creature.

DEADSHOT

When you Reach level 17 in this class you can overflow the sunshot with light, as an Action you may make a Line attack with a Range range of 60ft and a width of 5ft. Each Target in the Area must make a Dexterity saving Throw, Each Creature that fails takes a 5 Light Dice + your dexterity modifier of Damage, on a success they take half damage, the sunshot cannot be used again until it is recharged by using an action on your next turn.



PATH OF THE UMBRAL-STALKER

Embodying the essence of shadows and the void. These stealthy scouts move unseen through darkness, harnessing the power of the void to disorient and trap their enemies. With abilities to manipulate void light, they can create zones of impenetrable darkness, rendering foes vulnerable. Umbral-Stalkers excel in ambush tactics, using void anchors to ensnare targets and prevent escape. Their mastery of stealth and void light makes them unparalleled in reconnaissance and sabotage, striking fear into the hearts of those who dare venture into their shadows.

Your Light Damage is *Void*

VOID ANCHORS

Starting at level 1 when you pick this path you gain the ability to create void anchors. As an action you may place an anchor at a point within 60ft of you. A void anchor is an intangible object and affects a radius of 15 ft around it. When the void anchor is placed, the area within the radius of the anchor becomes difficult terrain. Additionally, each time a creature takes damage within the radius of the anchor, they take additional damage equal to one roll of your light die. Void Anchors are nearly invisible, if a creature wishes to see it, it must use its action to pass a perception check against the TrailBlazer's ability DC.

Additionally whenever a critical hit is performed on a creature affected by a void anchor, you may choose for any creatures that you can see that are within the radius of the void anchor to take damage equal to one roll of your light die.

The void anchor vanishes 1 minute after affecting a creature for the first time.

You may use this feature a number of times equal to your proficiency modifier. When you finish a long rest, you gain all uses of this feature back, and all void anchors created using this feature are destroyed. If you roll initiative and have no uses of this feature left, you regain one of it.

TRAPPER'S AMBUSH

Starting at level 1 when you pick this path, you gain proficiency in stealth if you do not already have it. Additionally, You can try to hide when you are lightly obscured from the creature from which you are hiding. At second level with this class you may Hide as a bonus action.

SHADE-STEP

Starting At 6th Level whenever you Dash, Disengage, Hide or Dodge, you may cast invisibility without using a spell slot or components. At level 7 this feature may be used whenever the evasion feature is used as well, and you may hide after using evasion as well.

You may use this feature a Number of times per day equal to your Wisdom Modifier.

A SPLIT IN THE PATH

When you Reach Level 11 in this class pick one of the Following:

- **Moebius Anchors.** The Area of your void Anchors is now a 15x15 cube instead of original size, but whenever you place a void anchor you may place an additional two within 60ft anywhere you can see.
- **Deadfall.** Your Void Anchors Area of effect is a 30ft radius instead of 15ft.

LOCKDOWN

When you reach level 17 in this class, you make expend a use of your void anchors feature to empower an anchor you have already placed. The Empowered Anchor Lasts for a minute, and additionally creatures affected by your empowered void anchors reduce their movement speed by 20ft. and whenever they take damage while affected by your empowered anchor, double the damage of any light dice rolled.

Additionally Creatures cannot use their reactions while under the effects of any of your void anchors, and concentration checks automatically fail.



PATH OF THE VOLT-STRIDER

Warriors who harness the raw power of arc energy, infusing their weapons with crackling electricity that enhances their combat prowess. These warriors are relentless seekers of the enemies of civilization, venturing into uncharted and perilous regions to root out threats before they reach the borders of the known world. The Volt-strider's unique abilities allow them to channel arc energy through their strikes, delivering devastating blows to foes. With a combination of unparalleled martial skill and elemental mastery, Volt-striders are both formidable front-line fighters and strategic hunters, always pushing the boundaries of safety to ensure the protection of civilization.

Your Light Damage is [Arc](#)

AMPLIFIED WEAPONS

Starting At level 1 when you pick this path, you gain the ability to Amplify your melee weapons with Arc Light. An amplified melee weapon deals an additional light dice of damage. A weapon remains amplified for 1 minute, or until you dismiss the energy as a free action. You may Empower a weapon a number of times a day equal to your proficiency modifier.

Additionally you may use your Bonus Action to make a single melee weapon attack.

FOCUSED BREATHING

Starting at level 1 when you pick this class you gain proficiency in Acrobatics if you do not already, additionally you may use Acrobatics whenever you have to make An Athletics check.

ARC BLINK

Starting At 6th Level whenever you Dodge, you may Teleport up to 10ft to an unoccupied space that you can see. At level 7 this feature may be used whenever the evasion feature is used as well.

You may use this feature a Number of times per day equal to your Wisdom Modifier.

A SPLIT IN THE PATH

When you Reach Level 11 in this class pick one of the Following:

- **Combination Blow.** (Extra Attack) whenever you take the Attack action on your turn. The number of attacks increases to three.
- **Lethal Current.** Whenever you deal damage with an amplified weapon, you may deal [Arc](#) Damage equal to half the total damage(rounded up) up to 2 other creatures within 15ft.

RADIEN FLUX

When you reach level 17 in this class, if you have at least two uses of Amplified Weapon remaining; you may amplify up to two weapons and use all your remaining uses of Amplified Weapon to grant yourself the following bonuses for a minute:

- Amplified Weapons deal an additional light dice of damage
- You gain +2 AC and +2 to all saving throws
- Whenever you successfully hit a creature for the first time on your turn with a melee attack, that creature must make a Constitution saving throw. On a Failure the Creature is **Blinded**, **Deafened**, and **Paralyzed** until the end of thier next turn
- Your Arc Blink feature may be used any number of times during this period.



THE TRAILBLAZER

The TrailBlazer is a nimble and resourceful wanderer, a master of stealth, agility, and precision. Drawing inspiration from the Hunters of the Destiny series, TrailBlazers are formidable scouts and sharpshooters, excelling in both close combat and ranged attacks. They are known for their ability to adapt to any situation, making use of their environment and quick reflexes to gain the upper hand in battle.

For use with DND 5e

